



GAME ADJUSTMENT AND DIAGNOSTIC PROCEDURES FOR STELLAR WARS

BOOKKEEPING AND EVALUATION TOTALS

(Functions 01-12)

1. In game over mode, set toggle switch to AUTO-UP and depress ADVANCE pushbutton. Test 04 is indicated in number of credits display, Function 00 in ball in play display, and PROM ID in Player 1 display.
2. Operate the ADVANCE pushbutton to display each function on the ball in play display (see Table 1) and record each total from player 1 display. (To review a total that has been advanced past, set toggle switch to MANUAL-DOWN and operate ADVANCE pushbutton.)
3. Calculate the following as desired:
$$\% \text{ Paid Credits} = \text{Function 08} \div \text{Function 04}$$
$$\text{Average Ball Time (Seconds)} = 60 \times \text{Function 10} \div \text{Function 11}$$
4. Turn game OFF and back ON to return to game over mode.
5. To change current High Score to Date to value of Function 13, momentarily depress HIGH SCORE RESET pushbutton.
6. To zero Functions 01-11, see instructions adjacent to CPU Board in backbox.

GAME ADJUSTMENT PROCEDURE

(Functions 13-35)

1. In game over mode, set toggle switch to AUTO-UP and depress ADVANCE pushbutton. Test 04 is indicated in number of credits display, Function 00 in ball in play display and PROM ID in player 1 display.
2. To raise Function number in ball in play display operate ADVANCE pushbutton with switch set to AUTO-UP.
To lower Function number operate ADVANCE with it set to MANUAL-DOWN.
3. With desired Function indicated in ball in play display, raise value in player 1 display by operating credit button with switch set to AUTO-UP; lower value by operating credit button with it set to MANUAL-DOWN. Value left on player 1 display is new setting. For values see Table 1 and (for pricing) Table 2.
4. Repeat steps 2 and 3 until all required adjustments have been made.
5. Turn game OFF and back ON to return to the game over mode.
6. To restore factory settings, see instructions adjacent to CPU Board in backbox; game must be turned OFF and ON twice to return to game over.

Table 1. Game Adjustments

Function	Description	Notes	Factory Setting
00	PROM Identification	1	0490 1
01	Coins, Left Chute (Closest to coin door hinge)	1	—
02	Coins, Center Chute	1	—
03	Coins, Right Chute	1	—
04	Total Paid Credits	1	—
05	Total Specials	1	—
06	Total Replay (extra ball) scores	1	—
07	Match and High Score to Date credits	1	—
08	Total Credits	1,2	—
09	Total Extra Balls	1,3	—
10	Total ball time in minutes	1	—
11	Total number of balls played	1	—
12	Current High Score to Date	4	550,000
13	Backup High Score to Date	5	550,000
14	Replay 1 Score	5	250,000
15	Replay 2 Score	5	350,000
16	Replay 3 Score	5	450,000
17	Replay 4 Score (Disabled)	5	0
18	Maximum Credits	6	20
19	Standard and Custom Pricing Control (00-07)	7	02
20	Left Coin Slot Multiplier	7	01
21	Center Coin Slot Multiplier	7	01
22	Right Coin Slot Multiplier	7	01
23	Coin units required for credit	7	01
24	Coin units bonus point	7	00
25	Credits in game	—	00
26	High Score Credits	8	03
27	Play 01-Eject Hole 2000 and 5000 lit separately, Captive Ball and Bottom Jet Bumpers lit together 02-Eject Hole 2000 and 5000 lit together, Captive Ball and Bottom Jet Bumpers lit together 03-Eject Hole 2000 and 5000 lit separately, Captive Ball and Bottom Jet Bumpers lit separately 04-Eject Hole 2000 and 5000 lit together, Captive Ball and Bottom Jet Bumpers lit separately	—	04
28	Match (00=ON, 01=OFF	—	00
29	Special 00 = Awards Credit 01 = Awards Extra Ball 02 = Awards 50,000 Points	—	00
30	Scoring Awards 00 = Credits at Replay Score 01 = Extra Ball at Replay Score	—	—
31	Number of balls (03 or 05)	—	03
32	Maximum Plumb Bob Tilts (1-9)	—	03
33	Playfield Restore 00-Bonus Multiplier and Eject Hole Lamps Restore 01-Eject Hole Lamps Restore 02-Bonus Multiplier Restores 03-Neither Feature Restores	9	00
34	Extra Ball Control 00 = Extra Ball allowed 01 = No Extra Ball	—	00
35	Sweep Sound Select (00-31; 00-Sound Off)	10	00

Notes:

1. Functions 00-11 cannot be changed from the coin door; however, Functions 01-11 can be set to zero as described on label adjacent to CPU Board in backbox.
2. Total credits (Function 08) is the sum of Function 04 and, as applicable, Functions 05, 06, and 07.
3. Total extra balls (Function 09) is the sum of the game extra ball feature and Functions 05 and 06, as applicable.
4. Current High Score to Date (Function 12) can be changed to the value of the backup High Score to Date (Function 13) by operating the HIGH SCORE RESET switch while in the game over mode.
5. Functions 13-17 may be set to any multiple of 10,000 points. Setting a function to zero disables the High Score to Date (Function 13) or the replay score (Functions 14-17).
6. Setting Maximum Credits (Function 18) to zero places the game in a free play mode.
7. With Function 19 set to 00, Functions 20-24 can be set manually. Refer to Table 2 for seven standard pricing schemes (selected by values of 01-07 for Function 19) and custom pricing values.
8. Setting Function 26 to zero with Function 13 set to any score but zero, permits the High Score to Date feature to operate but no credits are awarded.
9. Bonus multiplier is not restored for any setting of Function 33 after "5X" is achieved.
10. When sound for Function 35 is turned on, a setting of 30 is recommended.

RECOMMENDED SCORE LEVELS

Levels	Score Card
CREDIT GAMES	
3-Ball: *250,000; 350,000; 450,000 or 240,000; 390,000	490-10 490-30
5-Ball: 420,000; 560,000	490-50
EXTRA BALL	
3-Ball: 160,000	490-64
5-Ball: 220,000	490-67

*Factory setting

Table 2. Standard and Custom Pricing Settings

COIN DOOR MECHANISM	CREDITS	FUNCTION					
		19*	20	21	22	23	24
Quarter, Twin-Quarter, or 3-Quarter	1/25¢, 3/50¢	01	01	01	01	01	02
	1/25¢	02	01	01	01	01	00
	2/25¢, 5/50¢	00	02	02	02	01	04
	2/25¢	00	02	02	02	01	00
	1/50¢	00	01	01	01	02	00
	1/50¢, 3/ \$1	00	01	01	01	02	04
	1/75¢	00	01	01	01	03	00
	1/25¢, 3/50¢	00	01	02	05	05	10
	1/25¢	00	01	02	05	05	00
	2/25¢	00	01	02	05	05	05
Nickel-Dime- Quarter	1/15¢, 2/25¢	00	02	04	10	05	00
	1/10¢, 3/25¢	00	03	06	15	05	00
	1DM, 5DM, 2DM	2/1DM, 5/2DM, 14/5DM	03	13	65	26	05
	1/20¢, 3/50¢	00	06	00	15	05	00
	1 Franc, 5 Franc	1/1F, 6/5F	04	01	00	05	01
	1/1F, 7/5F	05	06	00	30	05	30
	25 Cent, 1 Guilder	1/25¢	06	01	00	04	01
	1/25¢, 5/1G	00	01	00	04	01	04
	50 Yen, 100 Yen	1/50Y, 2/100Y	07	01	00	02	01
	1/1F, 3/2F	01	01	01	01	01	02
1 Franc, 1 Franc	1/1F	02	01	01	01	01	00
	5 Franc, 10 Franc	1/5F, 2/10F	07	01	00	02	01
	1/10F	00	01	00	02	02	00
	2 Franc, 2 Franc	1/2F	02	01	01	01	00
	10 Franc, 20 Franc	1/10F, 2/20F	07	01	00	02	01
1 Sucré, 1 Sucré	1/3S, 2/5S	00	02	00	02	05	00

*Function 19 set to values 01-07 automatically selects corresponding values of Functions 20-24. With Function 19 set to 00, Functions 20-24 must be set manually.

DIAGNOSTIC PROCEDURES

(Display Digits, Lamp, Solenoid, and Switch Tests)

1. In game over mode, set toggle switch to MANUAL-DOWN and depress ADVANCE. All displays should go blank.
2. Momentarily depress ADVANCE and set toggle switch to AUTO-UP. Display Digits test is performed.
3. Momentarily depress ADVANCE. Test 01 is indicated on number of credits display and Lamp Test is performed.
4. Set toggle switch to MANUAL-DOWN and momentarily depress ADVANCE. Test 02 is indicated on number of credits display and solenoid 01 on ball in play display; solenoid 01 is pulsed by Driver Board.
5. Operate ADVANCE to pulse each solenoid (see Table 3).
6. Set toggle switch to AUTO-UP and momentarily depress ADVANCE. Test 03 is indicated on number of credits display and stuck switches on ball in play display.
7. See Table 4 and Figure A. Operate switches; switch number is indicated on ball in play display.
8. Turn game OFF and back ON to return to game over mode.
9. To set up Auto-Cycle Mode (Display Digits, Lamp, and Solenoid Tests) see instructions adjacent to CPU Board in backbox.

Table 3. Solenoids

SOLENOID NO.

1. Ball Release
2. Left 3-Bank Drop Targets Reset
3. Eject Hole
4. 4-Bank Left Drop Targets Reset
5. 4-Bank Right Drop Targets Reset
6. Right 3-Bank Drop Targets Reset
7. Bottom Right Jet Bumper
8. Flash Lamps*
9. Sound
10. Sound
11. Sound
12. Sound
13. Sound
14. Credit Knocker
15. Not Used
16. Coin Lockout
17. Bottom Left Jet Bumper
18. Left Kicker
19. Top Left Jet Bumper
20. Top Right Jet Bumper
21. Top Center Jet Bumper
22. Right Kicker

*Flash lamps glow
dimly as part of
normal operation

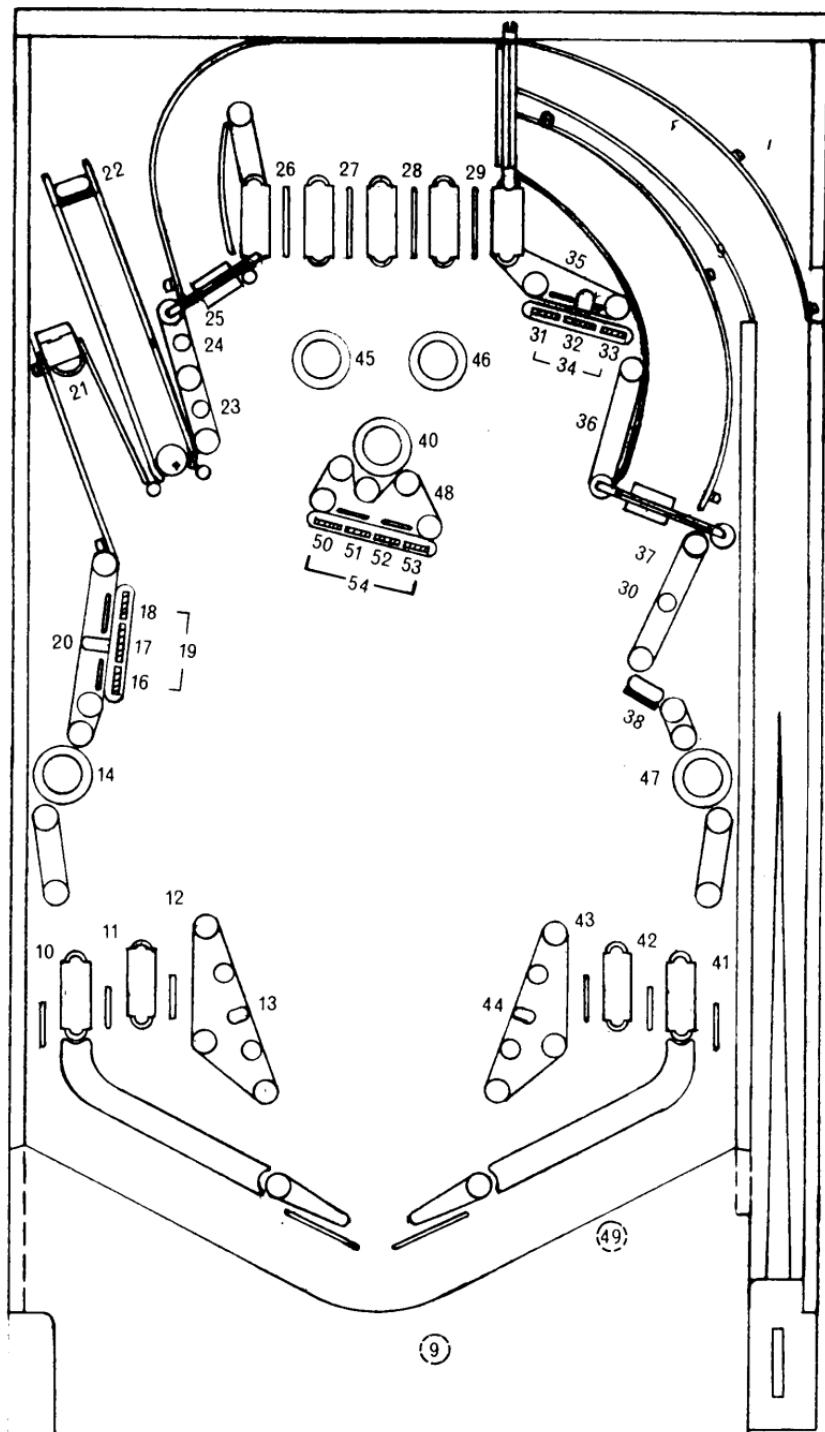


Figure A. Playfield Switch Locations

Table 4. Switches

SWITCH

NO.

01	Plumb Bob Tilt
02	Ball Roll Tilt
03	Credit Button
04	Right Coin Switch
05	Center Coin Switch
06	Left Coin Switch
07	Slam Tilt
08	High Score Reset
09	Outhole
10	Left Special
11	"W" Rollover
12	"A" Rollover
13	Left Kicker
14	Bottom Left Jet Bumper
15	Not Used
16	Left 3-Bank, Bottom Drop Target
17	Left 3-Bank, Center Drop Target
18	Left 3-Bank, Top Drop Target
19	Left 3-Bank Drop Target Series
20	Left 3-Bank Standup
21	Eject Hole
22	Captive Ball Target
23	Lower Top Left Standup
24	Upper Top Left Standup
25	Left Spinner
26	"1" Rollover
27	"2" Rollover
28	"3" Rollover
29	"4" Rollover
30	Middle Right Standup
31	Top 3-Bank, Left Drop Target
32	Top 3-Bank, Center Drop Target
33	Top 3-Bank, Right Drop Target
34	Top 3-Bank, Drop Target Series
35	Top 3-Bank Series
36	Top Right Standup
37	Right Spinner
38	Right Bull's-Eye Target
39	Not Used
40	Top Center Jet Bumper
41	Right Special
42	"S" Rollover
43	"R" Rollover
44	Right Kicker
45	Top Left Jet Bumper
46	Top Right Jet Bumper
47	Lower Right Jet Bumper
48	Center Standup
49	Playfield Tilt
50	4-Bank, Left Drop Target
51	4-Bank, Left Center Drop Target
52	4-Bank, Right Center Drop Target
53	4-Bank, Right Drop Target
54	4-Bank, Series

Game Adjustment Settings for this Game

Function	Setting
13	_____
14	_____
15	_____
16	_____
17	_____
18	_____
19	_____
20	_____
21	_____
22	_____
23	_____
24	_____
25	_____
26	_____
27	_____
28	_____
29	_____
30	_____
31	_____
32	_____
33	_____
34	_____
35	_____